TECMO®

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Thanks you for choosing the fun-filled TECMO CUP game pak by TECMO, INC.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions, and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

ADVISORY

READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undiagnosed epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you pause a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

1 Prologue

Robin Field loves soccer. He is the son of Terry Field, who was once a famous soccer player. Robin practices intensely every day with his younger brother Cecil on their team the "RAZORS", under the coaching of his father.
One day however, Terry suddenly embarks on a training journey with Cecil. He leaves with the words: "I will be waiting for you at the world Cup."
Left on his own, Robin is now determined to meet the challenge his father has provided for him. He plays on the TOPS team with all his friends. They are going to compete in the National Tournament, with their ultimate goal being a chance at the World Cup.
The National Tournament is the first step towards ascending to the world stage!
It's KICK-OFF time!

2 Aim for the world, Robin

Keep winning games while considering the abilities and the morale (GUTS) of Robin and his teammates. Team work is the key to winning.

Part 1. NATIONAL TOURNAMENT

The National Tournament for Junior Youth. Beat the strong opponents who stand in your way and aim for the championship!

Part 2. TECMO CUP

You will form an all-star team with members of the rival teams that you played against in Part 1. Polish your teamwork through training camps, and challenge the world's veteran players at the Tecmo Cup to determine the world's No. 1 Junior Youth Division team.

3 Starting and Continuing (PASSWORD)

- When starting at the beginning of the game, move the cursor to "KICK OFF" and press the start button.
- A PASSWORD is required to continue the game. During the meeting before the game, move the cursor to "MEMO" and press the Ⓐ button. ANNE will show you the PASSWORD. Be sure to write it down.
- When you choose CONTINUE and press the start button in the title screen, the lower screen will appear. Enter the PASSWORD that you wrote down using the ✚ Control Pad and the Ⓐ button. You can move the cursor backwards using the Ⓑ button, or forward by using the select button. Finally, choose "E" to start the game. If the PASSWORD was incorrect, you must input the PASSWORD again.

4 The Meeting

Listen closely to what the manager says in the meeting before the game. Execute the command by choosing the ✚ Control Pad and then press the Ⓐ button.

ADVICE

You can obtain information about the opposing team. Create a strategy while referring to this information.

MEMO

ANNE will show you the PASSWORD. Be sure to write it down.

L.S. (League Standings)

This command is displayed when the game is a preliminary league game in the Tecmo Cup. You can view the league standings.

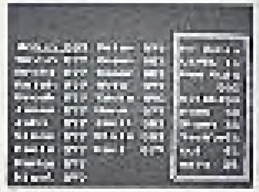
MEMBER

You can change the starting members of your team. However, this command can only be used when playing in the Tecmo Cup.

START

This command starts the game.

5 Ability Check based on the Level Chart



To view the level chart, press the start button during the meeting or when you are in the member change screen. The level chart shows the present ability values for each player. View data for any player by using the ✚ Control Pad.

LEVEL

A player's LEVEL increases for every game in which he participates. When the LEVEL increases, his ability to dribble, pass, and so on, also increases. You can increase the players' LEVEL by allowing them to participate in many consecutive games.

GUTS

A player's GUTS are decreased whenever a command is executed during the game. When a player's GUTS are used up, commands can no longer be executed, or it becomes more difficult for commands to succeed. GUTS can be gradually regained through inactivity. Before executing a command during a game, be sure to consider a player's remaining GUTS.

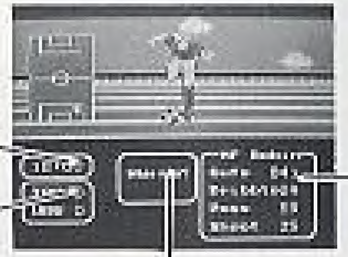
MAX GUTS

GUTS are set at this value at the start of the game. As LEVEL increases, MAX GUTS also increases!

DRIB, PASS, SHOT, TACK, CUT, MARK

These are ability values which represent the player's dribbling, passing, shooting, tackling, pass cutting, and marking abilities.

6 Game Start



(1) Time Remaining

The game is divided into two 30 minute halves. Time remaining decreases as commands are executed.

(2) Points

The points scored by your team and the opposing team are displayed.

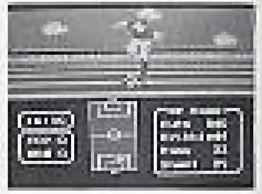
(3) Command Display

Various commands are displayed. Input commands by using the ✚ Control Pad, the Ⓐ button, and the Ⓑ button. A map of the field is displayed when your team is dribbling, which allows you to follow the position of the ball.

(4) Ability Display

The offensive or defensive capability of the player shown in "(3)" is displayed. To see all the abilities of each player, check the level chart.

7 Offense Operations



• *Dribbling (Running with the ball)*

The position of the dribbler on the field is shown in the command display area as a picture of a ball. Use the ✚ Control Pad to dribble in any direction. The opponent's goal is located in the upper portion of the screen.

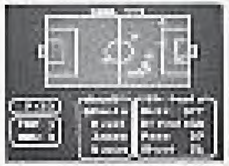
• *Offense Selection Mode*

When you encounter your opponent's defense while dribbling, or if you press the Ⓑ button, you will enter the Offense Selection Mode. The game will ask you "What now?" Enter a command using the ✚ Control Pad, and press the Ⓐ button to execute the command.

✚ *Control Pad*

Dribble

Pass ◁ ✚ ▷ **Shot**



• *PASS*

If you choose "PASS", the "PASS SCREEN" will be displayed. Select the name of the player you want to pass to using the up-down direction buttons on the ✚ Control Pad and press the Ⓐ button to execute the pass. The positions of the players on the opposing team, the player who has the ball now, and the player you are passing the ball to will all be displayed on the field map in the upper area of the "PASS SCREEN". (Your team's players will be blinking.) If dissatisfied with a selection, press the Ⓑ button to cancel the pass, and then choose PASS again to change the player to whom the ball will be passed.

• *SHOT*

A player can shoot. If there are more than two shooting patterns available, select a pattern using the up-down direction buttons on the ✚ Control Pad and then press the Ⓐ button.

• *DRIB (Dribble)*

The player will continue dribbling.

- When you press the Ⓐ button to execute the command, the game will resume.
- If you press the Ⓑ button before completing passes or shooting, the screen will return to the previous command screen.

* NOTE: It is wise to play the game at your own individual pace by passing and shooting using the Ⓑ button before you are surrounded by the defenders of the opposing team.

8 Defense Operations

• *Surround your opponents!*

When the opposing team is on offense, and your defender touches the player holding the ball, you automatically enter the Defense Selection Mode. Use the ✚ Control Pad to choose a command and press the Ⓐ button to execute. Repeat for each of the defenders. If you press the Ⓑ button, you will return to the previous screen.

✚ *Control Pad*

Tackle

Cut ◁ ✚ ▷ **Mark**

Wait...

Does not function in this situation.

• MARK

You cannot steal the ball from an opponent with MARK, but if this command is successful, you can block your opponent's attack and stop his movements. This command can be used to give your team time to strengthen their defenses.

• TACK (Tackle)

TACK is effective when your opponent is dribbling or trying to shoot. If this command is successful, you can steal the ball.

• CUT. (Pass cut-off)

CUT is effective when your opponent is trying to pass. If this command is successful, you can steal the ball. However, when this command is executed before your opponent completes his pass, the effect of this command is reduced by half.

• The game continues when the commands are input for all of the defenders and the Ⓐ button is pressed.

• Goal Keeper

The command screen for the goal keeper is displayed when your opponent shoots the ball toward the goal. Select a command using the ✚ Control Pad and press the Ⓐ button to execute the command.

✚ Control Pad

• PUNCH

The chances of using this maneuver to block a goal shot are high, but there is also the risk that your opponent will get the ball back and shoot again, since the ball will bounce and roll.

• CATCH

The chances of using this maneuver to prevent a goal are low, however, if this strategy is successful, the goal keeper will hold the ball, and can pass it to one of your players.

* Eddie's "Wolfish Jump" ✚

When the goal keeper is "Eddie", the ✚ Control Pad can be put on the bottom, and the "Wolfish Jump" command may be used.

9 P.K. (Penalty Kick) Competition

• When the game ends in a tie

The winner of a game ending in a tie will be determined by a P.K. competition. Five members of the team are each allowed a single shot. The team which makes the most goals wins. When the Member Select Screen is displayed, choose one team member each with the up-down direction buttons on the ✚ Control Pad, and press the Ⓐ button to execute each selection. (A choice can be cancelled by pressing the Ⓑ button.) After choosing five team members, press the Ⓐ button to start the P.K. competition.

• Operation

Determine the direction of your shot or save (R for right, L for left) by using the right-left button on the ✚ Control Pad, and press the Ⓐ button to execute the P.K.

The result will be displayed in the bottom left of the screen, and the next P.K. can be executed when you press the Ⓐ button.

* If a winner is not determined after each team has completed five P.K's., the game will become a sudden death contest. Each team will shoot alternately until one team misses.

10 National Tournament

In order for Robin to beat his fathers record, he must win this championship! Make the most of your chances and Fight!

• The eight veteran teams which the "RAZORS" competes against.

1st game – GEMS
Good team to practice against.

2nd game – ROSES
Use this game to train Robin. When Robin reaches a certain level . . .

3rd game – BOMBS
Beware! SIMON, on defense, has very powerful shots.
4th game – FROGS
The PONTI BROTHERS are better known as the acrobatic duo. You'll find out why when you compete against them!
5th game – ROCKS
A well-balanced, formidable team.
Quarterfinalgame – ZAPS
A team with a good defense. Break down the walls of their defense!
Semifinal game – NINJA
ROGER is the team leader. It's very difficult to enter the finals without defeating him!
Finals – SEALS
This team has no offensive or defensive faults. You must fully utilize all of your tactics to win the championship flag!

* If the championship game ends in a tie, an overtime match consisting of a 10 minute first half and a 10 minute second half will be held. If the championship game is still tied after the overtime match, the two teams are both declared winners.

11 TECMO CUP

After winning the National Tournament, Robin accepts the challenge of the Tecmo Cup with an all-star team called the TOPS. The members of his team are chosen from the opponents that he opposed up to the championship game.

- Practice games are held with the higher division of the SEALS. This practice game is the final step of training camp. You must win this game in order to go on to the TECMO CUP.
- TECMO CUP

Tecmo Cup consists of a preliminary league tournament and a championship tournament.

○ Preliminary league tournament

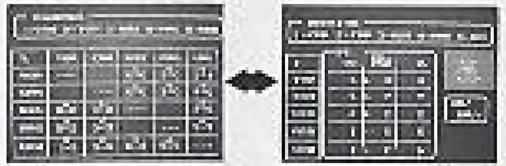
4 blocks (each block consists of 5 teams) are allowed to compete in the preliminary league tournament. A round-robin tournament is held within each block, and only the top two teams are qualified to enter the final tournament.

*** How the ranking is determined**

(1) The teams with more winning points are assigned a higher ranking.
(2) If the total points are the same for two or more teams, the team with more PS-PSA is assigned a higher ranking.
(3) If PS-PSA is the same for two or more teams, the team with more points gained is assigned a higher ranking.

*** League Standings**

Select "L.S." during the pre-game meeting to look at the block's league standings. Put the ✚ Control Pad to the right to see the "SCORE". Put the control pad to the left to return to "L.S.".



- RANKING: You can see the TOPS' current ranking.
- L.S.: The league standings are recorded. You can refer to the standings of other teams too.
- W.P.: Winning points. You earn 2 points for a win, 1 point for a tie, and 0 points for a loss.
- PS-PSA: Difference between points scored and points scored against.
- P.: Points. Total points for all the games.

○Championship tournament

The 8 teams which win the preliminary league tournament gain entry to the championship tournament. You must win three games, the quarterfinal, semifinal and then the finals to become the No. 1 soccer team in the world. If you lose any of these games, you must start over from the quarterfinals.

●*Changing the starting members (for TECMO CUP only)*

When you choose the "MEMBER" command during the meeting, the member change screen appears. When you want to change the starting members, choose "CHANGE" using the ✚ Control Pad and press the Ⓐ button. The cursor will appear in front of a player's name in the "PLAYER" column. Choose the player you want to change, and press the Ⓐ button. Next, choose the player you want as a starting member from the spare players in the "BENCH" column, and press the Ⓐ button. The starting member has now been changed. Repeat this procedure to choose all of the desired starting members. Press the Ⓑ button to return the cursor to the "CHANGE" column. Choose "CANCEL", to remove the selections you have made. When you are done selecting the starting members, choose "END".

●*Member changes during the game*

You can change your team members during half time or during the break before extended games. ANNE will ask "Member change?" Answer "YES". The screen will switch to the member change screen. Follow the same steps that were used in the "MEMBER" command, however, you can only change three players per game. A player who has been changed once can no longer play in the current game.

Press the START BUTTON . . . to see the "LEVEL" chart.

12 Teams and players participating in the TECMO CUP

●URUGUAY (URU)
Small, weak team with only individual tricks.

●CZECHO (CZE)
A team that uses the pass a lot but is not a serious threat.

●POLAND (POL)
A team with a strong defense.

●AUSTRIA (AUS)
To win, it is essential to stop Weber's dribbling.

●CHINA (CHI)
A team with good skills except for shooting.

●ARGENTINA (ARG)
A team with strong defense and counter attacks.

●JAPAN (JPN)
Their shooting power is weak. Your goal keeper's ability will determine the result.

●CAMEROON (CAM)
Mainly individual tricks. Be especially cautious of Jawhar's play.

●USSR (USS)
Jozef is an excellent goal keeper. Keep attacking vigorously, with all of your strength.

●ARABIA (UAE)
Osman's dribbling cannot be equaled. He will even shoot "drop shots"! Never let him even touch the ball!

• **GERMANY (GERM)**

It is said that Stefan and Franz's Rushing Wind can break through any type of defense. They each also make very powerful shots!

• **BRAZIL (BRZ)**

Ayrton has a reputation of being No. 1 in this tournament. Also, goal keeper Arthur's ability is an unknown quantity. When you beat this team and have the championship cup in your possession, you and Robin will take your first steps towards being truly super strikers!

3 Cast of characters

ROBIN FIELD

A boy who loves soccer. He practices soccer day and night in the hopes of becoming the next Terry Field. He has become the main member of his team, serving as the captain and as an MF.(Midfielder) His dream is to become the world's best super striker.

DAMON STARK

The ace striker who leads the SEALS. He wields fierce dribbling and shooting power. They say he has a special shot which he refrains from using. Once you have him on your side, there is nothing to be afraid of.

EDDIE HESSE

The official goal keeper of the SEALS. His concentration is so intense that his manner of following the ball reminds one of a wolf.

CECIL FIELD

Robin's younger brother. He is on a journey to train himself with his father, Terry. His soccer sense equals that of his brother Robin.

*** Robin and Cecil's Combination Play**

When Robin and CECIL are in a game together, if one of them is surrounded by enemies, put the ✚ Control Pad to the bottom. You will be able to use the Combination Play Command! Break through the opponent's barrier with a series of passes!

ELVIS LAWRENCE

His plays are excellent, but since he lacks endurance, he cannot play full time.

ROGER DEWAR

The captain of the NINJA. He's the player with the greatest ability to hang on to the ball. His plays are very tenacious.

LUCAS WILDER

He has been playing soccer with Robin since childhood. He is a GK (goal keeper) who is Robin's good friend but also his rival. Robin is the only one who could shoot a goal past him from outside the penalty area. However, Lucas was not able to join the tournament because of an injury he sustained during practice before the tournament.

PAOLO/MARCO PONTI

Twin brothers with perfect cooperation. Their speciality is in air plays, which make the most of their agility.

SIMON BRUNO

A DF who's speciality is a sharp long shot. His movements are quick, and he is excellent at stopping an opponent's movements.

BROOK GARFIELD

He cannot compete with his rivals on an equal skill level, but his guts are one in a million. He is best friends with Robin and Lucas.

OSMAN ZIYAD

He has superb soccer sense. Also, his goal shooting power is definitely quite out of the ordinary!

FRANZ WEBER

His shot is as powerful as a bear's blow. He defeats the enemy using combination plays with Stefan.

NIGEL DICKENS

A defender who forcefully defeats opponents with over-powering methods. He has known the FONTI BROTHERS for a long time, and the three are now working on a combination play.

JOZEF GYORGY

The "Gate Keeper" for the USSR. It is impossible to make a goal unless you have outstanding skills.

STEFAN VICTOR

The captain of the GERMANY. As MF, he acts as the team's control tower. He plays up front with his powerful "LEOPARD SHOT".

AYRTON PIQUET

The strongest striker of the Tecmo Cup participants. Is there a goal keeper who can stop his "SONIC SHOT"? . . . And can Robin beat him?

ARTHUR SILVA

A goal keeper who has everything about himself hidden under a mysterious veil. His existence is not recorded in any of the tournament's past records. Why is such a character on the strongest team, the BRAZIL . . . ?

MEMO

MEMO